## IN THE CLAIMS

1. (Previously presented) A method in a data processing system for producing a threedimensional rotational image from a two-dimensional image including a plurality of objects, the method comprising the steps of:

assigning each object to one of a plurality of sequential layers that correspond to visually depicted depths of the objects in the two-dimensional image;

rotating the objects of each layer around a common rotational axis, the common rotational axis being the common rotational axis for the plurality of layers, to form the three-dimensional rotational image having a maximum rotational angle around the common rotational axis with each object in a first of the layers having a minimum rotational angle and objects in layers other than the first layer having a rotational angle greater than the minimum rotational angle and less than or equal to the maximum rotational angle; and

displaying the three-dimensional rotational image.

- 2. (Original) The method of claim 1, wherein the objects are assigned to the layers so that within a given layer the object assigned to that layer neither overlaps with nor is included within another object in the given layer.
  - 3. (Canceled).

- 4. (Previously presented) The method of claim 1, wherein the three-dimensional rotational image is symmetrical with respect to a plane in which the common rotational axis is located.
- 5. (Original) The method of claim 1, further comprising the step of: when rotatively displaying the objects, modifying an area of each object by a predetermined scaling factor.
- 6. (Original) The method of claim 1, further comprising the step of: prior to assigning the objects to the layers, ordering the objects in a sequence based on depths of the objects in the two-dimensional image.
  - 7. (Original) The method of claim 6, wherein the objects are ordered so that the object

having a greatest depth is first in the sequence.

- 8. (Original) The method of claim 6, wherein the objects are assigned to one of the plurality of sequential layers, beginning with a first object in the sequence.
- 9. (Previously presented) A method in a data processing system for producing a threedimensional rotational image from a two-dimensional image including a plurality of objects, the method comprising the steps of:

ordering the objects in a sequence based on depths of the objects in the two-dimensional image;

sequentially assigning each object in the sequence to one of a plurality of layers so that within a given layer an object assigned to that layer neither overlaps with another object in the given layer, nor is included within another object in the given layer;

rotating the objects of each layer around a common rotational axis, the common rotational axis being the common rotational axis for the plurality of layers, to form the three-dimensional rotational image having a maximum rotational angle around the common rotational axis with each object in a first of the layers having a minimum rotational angle and objects in layers other than the first layer having a rotational angle greater than the minimum rotational angle and less than or equal to the maximum rotational angle; and

displaying the three-dimensional rotational image.

10. (Previously presented) A computer-readable medium containing instructions that cause a data processing system to perform a method for producing a three-dimensional rotational image from a two-dimensional image including a plurality of objects, the method comprising the steps of:

assigning each object to one of a plurality of sequential layers that correspond to visually depicted depths of the objects in the two-dimensional image;

rotating the objects of each layer around a common rotational axis, the common rotational axis being the common rotational axis for the plurality of layers, to form the three-dimensional rotational image having a maximum rotational angle around the common rotational axis with each object in a first of the layers having a minimum rotational angle and objects in layers other than the first layer having a rotational angle greater than the minimum rotational angle and less than or equal to the maximum rotational angle; and

displaying the three-dimensional rotational image.

11. (Original) The computer-readable medium of claim 10, wherein the objects are assigned to the layers so that within a given layer the object assigned to that layer neither overlaps with nor is included within another object in the given layer.

## 12. (Canceled).

- 13. (Previously presented) The computer-readable medium of claim 10, wherein the three-dimensional rotational image is symmetrical with respect to a plane in which the common rotational axis is located.
- 14. (Original) The computer-readable medium of claim 10, further comprising the step of:

when rotatively displaying the objects, modifying an area of each object by a predetermined scaling factor.

15. (Original) The computer-readable medium of claim 10, further comprising the step of:

prior to assigning the objects to the layers, ordering the objects in a sequence based on depths of the objects in the two-dimensional image.

- 16. (Original) The computer-readable medium of claim 15, wherein the objects are ordered so that the object having a greatest depth is first in the sequence.
- 17. (Original) The computer-readable medium of claim 15, wherein the objects are assigned to one of the plurality of sequential layers, beginning with a first object in the sequence.
- 18. (Previously presented) A computer-readable medium containing instructions that cause a data processing system to perform a method for producing a three-dimensional rotational image from a two-dimensional image including a plurality of objects, the method comprising the steps of:

ordering the objects in a sequence based on depths of the objects in the two-dimensional

image;

sequentially assigning each object in the sequence to one of a plurality of layers so that within a given layer an object assigned to that layer neither overlaps with another object in the given layer, nor is included within another object in the given layer;

rotating the objects of each layer around a common rotational axis, the common rotational axis being the common rotational axis for the plurality of layers, to form the three-dimensional rotational image having a maximum rotational angle around the common rotational axis with each object in a first of the layers having a minimum rotational angle and objects in layers other than the first layer having a rotational angle greater than the minimum rotational angle and less than or equal to the maximum rotational angle; and

displaying the three-dimensional rotational image.

19. (Previously presented) A data processing system for producing a three-dimensional rotational image from a two-dimensional image including a plurality of objects, the data processing system comprising:

a memory comprising a program that

assigns each object to one of a plurality of sequential layers that correspond to visually depicted depths of the objects in the two-dimensional image,

rotates the objects of each layer around a common rotational axis, the common rotational axis being the common rotational axis for the plurality of layers, to form the three-dimensional rotational image having a maximum rotational angle around the common rotational axis with each object in a first of the layers having a minimum rotational angle and objects in layers other than the first layer having a rotational angle greater than the minimum rotational angle and less than or equal to the maximum rotational angle; and

displays the three-dimensional rotational image; and a processing unit that runs the program.

20. (Original) The data processing system of claim 19, wherein the objects are assigned to the layers so that within a given layer the object assigned to that layer neither overlaps with nor is included within another object in the given layer.

## 21. (Canceled).

- 22. (Previously presented) The data processing system of claim 19, wherein the threedimensional rotational image is symmetrical with respect to a plane in which the common rotational axis is located.
- 23. (Original) The data processing system of claim 19, further comprising the step of: when rotatively displaying the objects, modifying an area of each object by a predetermined scaling factor.
- 24. (Original) The data processing system of claim 19, further comprising the step of: prior to assigning the objects to the layers, ordering the objects in a sequence based on depths of the objects in the two-dimensional image.
- 25. (Original) The data processing system of claim 24, wherein the objects are ordered so that the object having a greatest depth is first in the sequence.
- 26. (Original) The data processing system of claim 24, wherein the objects are assigned to one of the plurality of sequential layers, beginning with a first object in the sequence.
- 27. (Previously presented) A data processing system for producing a three-dimensional rotational image from a two-dimensional image including a plurality of objects, the data processing system comprising:

means for assigning each object to one of a plurality of sequential layers that correspond to visually depicted depths of the objects in the two-dimensional image;

means for rotating the objects of each layer around a common rotational axis, the common rotational axis being the common rotational axis for the plurality of layers, to form the three-dimensional rotational image having a maximum rotational angle around the common rotational axis with each object in a first of the layers having a minimum rotational angle and objects in layers other than the first layer having a rotational angle greater than the minimum rotational angle and less than or equal to the maximum rotational angle; and

means for displaying the three-dimensional rotational image.

28. (Previously presented) A computer-readable memory device encoded with a data structure with entries, each entry reflecting a layer associated with a visually depicted depth in a

two-dimensional image including a plurality of objects, wherein a three-dimensional rotational image is produced from the two-dimensional image by a program which is encoded on the memory device and which is run by a processor in a system, each entry comprising:

a storage area in which is stored one of the plurality of objects assigned to the layer by the program, wherein the program rotates the objects of each layer around a common rotational axis, the common rotational axis being the common rotational axis for the plurality of layers, to form the three-dimensional rotational image having a maximum rotational angle around the common rotational axis with each object in a first of the layers having a minimum rotational angle and objects in layers other than the first layer having a rotational angle greater than the minimum rotational angle and less than or equal to the maximum rotational angle, and displays the three-dimensional rotational image.